

IN THE CLAIMS

Please add the following new claims 25-40:

Sub C1> --25. The game program storage medium according to claim 21, further storing compatibility data usable by the processor of the portable game machine to determine compatibility of the game program storage medium with the portable game machine.

26. The game program storage medium according to claim 25, wherein the compatibility data is used by the processor to determine color compatibility between the game program storage medium and the portable game machine.

B2 Sub. C2> 27. The game program storage medium according to claim 21, further storing a machine identification program for identifying the type of portable game machine with which the game program storage medium is used.

28. The game program storage medium according to claim 27, wherein the machine identification program identifies the type of portable game machine by determining an identifier thereof.

Sub. C3> 29. The portable storage device according to claim 22, wherein the memory media further stores compatibility data usable by the microprocessor of the portable game

machine to determine compatibility of the portable storage device with the portable game machine.

30. The portable storage device according to claim 29, wherein the compatibility data is used by the microprocessor to determine color compatibility between the portable storage device and the portable game machine.

Sub.C4> 31. The portable storage device according to claim 22, wherein the memory media further stores a machine identification program for identifying the type of portable game machine with which the portable storage device is used.

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32. The portable storage device according to claim 31, wherein the machine identification program identifies the type of portable game machine by determining an identifier thereof.

33. A hand-held display system for playing a video game, comprising:
a housing grippable by a user's hands;
a liquid crystal display viewable by the user gripping the housing;
input devices operable by the user when the user grips the housing;
a connector for operatively connecting to a computer-readable medium having a processing speed setting attribute; and

processing circuitry for processing the video game program and user inputs from the input devices in order to generate displays for the video game on the liquid crystal display,

wherein the processing circuitry uses the processing speed setting attribute of the computer-readable medium in order to set a processing speed for processing the video game program.

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34. The hand-held display system according to claim 33, wherein the computer readable medium also has compatibility data usable by the processing circuitry to determine compatibility of the computer-readable medium with the hand-held display system.

35. The hand-held display system according to claim 34, wherein the compatibility data is usable by the processing circuitry to determine color compatibility between the computer-readable medium and the hand-held display system.

Sub.C6>

36. The hand-held display system according to claim 33, wherein the computer-readable medium also has a machine identification program for identifying the type of hand-held display system with which the computer-readable medium is used.

37. The hand-held display system according to claim 36, wherein the machine identification program identifies the hand-held display system by determining an identifier thereof.